ABSTRACT OF THE DISCLOSURE

A game performing method for executing a given game by controlling movements of characters constituting a character group in a game space and by generating an image of the game space, has: setting a plurality of sample points in the game space; calculating positions of the respective characters after a prescribed time when the characters keeps a present moving situation; calculating arrival times of the characters up to the set sample points from the calculated positions as starting points; recognizing areas pertaining to power of the character group on the calculated arrival times of the characters up to the respective sample points; and controlling the movements of the characters on positions and/or magnitudes of the recognized areas in the game space.